

IN THE CLAIMS

Please amend the following claims which are pending in the present application:

1. (Currently amended) A gaming console having an electronic display means, and game control means arranged to control images displayed on the electronic display means, the game control means being arranged to play a game wherein a plurality of symbols are randomly selected and displayed in predefined symbol display positions on the electronic display means and, if a winning combination results, the console pays a prize, the game being characterized in that displayed images include a first image component comprising symbols which displays basic game features, and a second image component which displays non-basic image features which appear superimposed on the first image component and are additional to the basic game features, the second image component being transparent, whereby the first image component is visible through the second image component under the control of the control means such that the second image component does not conceal the first image component, the second image component being unconstrained by the symbol display positions and when appearing moving apparently randomly across the display to one or more superimposed positions above the first image components and wherein the first image component and second image component are displayed on the same electronic display, the ~~value~~ and/or characteristics of a basic game image over which the second image component is superimposed is changed by the game control means such that the result of a game played on the console is changed in at least some plays of the game by the second image component.

2. (Original) The gaming console according to claim 1 wherein the second image component takes the form of an animated or fixed character.
3. (Original) The gaming console according to claim 1 wherein the second image component takes the form of a window or a graphic.
4. (Original) The gaming console according to claim 1 wherein the second image component is used to indicate a feature game.
5. (Original) The gaming console according to claim 1 wherein the second image component is used to indicate a special prize.
6. (Original) The gaming console according to claim 1 wherein the second image component is used to indicate a message to the player about an available option or feature.
7. (Original) The gaming console according to claim 1 wherein the second image component is used to indicate a condition or mode of the console.
8. (Original) The gaming console according to claim 1 wherein the second image component is used to indicate a service message broadcast by the establishment in which the console is installed.
9. (Original) The gaming console according to claim 1 wherein the second image component takes the form of a sprite.
10. (Original) The gaming console according to claim 1 wherein the second image component appears during a game and moves about the screen to indicate special symbols.

11. (Original) The gaming console according to claim 1 wherein the second image component draws attention to function indicators such as “reserved” indicators, message text or boxes containing message text, broadcasting service messages such as operating hours, coming attractions (theatre performances etc.) or bonus prize periods.
12. (Original) The gaming console according to claim 1 wherein the second image component is static.
13. (Original) The gaming console according to claim 1 wherein the occurrence of the second image component is triggered by the occurrence of a special symbol or a predetermined combination of special symbols displayed in a particular arrangement.
14. (Previously presented) The gaming console according to claim 1 wherein the gaming console is of the traditional poker machine style in which the electronic display means comprises a video simulation of a set of rotatable reels, each carrying a plurality of symbols.
15. (Original) The gaming console according to claim 1 wherein the gaming console is a video draw poker console in which a poker hand is displayed on a screen, the cards of the hand being selected from a standard 52 or 53 card deck.
16. (Previously presented) The gaming console according to claim 1 wherein the second image is variably transparent.
17. (Original) The gaming console according to claim 16 wherein the second image component is varied in transparency from “solid” where the underlying

first image component is totally obliterated, to a faint ghost like image where the underlying first image component is clearly visible through the second image component.

18. (Original) The gaming console according to claim 16 wherein the second image moves about the screen.

19. (Original) The gaming console according to claim 16 wherein the second image component takes the form of an animated or fixed character.

20. (Original) The gaming console according to claim 16 wherein the second image component takes the form of a window or a graphic.

21. (Original) The gaming console according to claim 16 wherein the second image component is used to indicate a feature game.

22. (Original) The gaming console according to claim 16 wherein the second image component is used to indicate a special prize.

23. (Original) The gaming console according to claim 16 wherein the second image component is used to indicate a message to the player about an available option or feature.

24. (Original) The gaming console according to claim 16 wherein the second image component is used to indicate a condition or mode of the console.

25. (Original) The gaming console according to claim 16 wherein the second image component is used to indicate a service message broadcast by the establishment in which the console is installed.

26. (Original) The gaming console according to claim 16 wherein the second image component takes the form of a sprite.
27. (Original) The gaming console according to claim 16 wherein the second image component appears during a game and moves about the screen to indicate special symbols.
28. (Original) The gaming console according to claim 16 wherein the second image component draws attention to function indicators such as “reserved” indicators, message text or boxes containing message text, broadcasting service messages such as operating hours, coming attractions (theatre performances etc.) or bonus prize periods.
29. (Original) The gaming console according to claim 16 wherein the occurrence of the second image component is triggered by the occurrence of a special symbol or a predetermined combination of special symbols displayed in a particular arrangement.
30. (Previously presented) The gaming console according to claim 16 wherein the gaming console is of the traditional poker machine style in which the electronic display means comprises a video simulation of a set of rotatable reels, each carrying a plurality of symbols.
31. (Original) The gaming console according to claim 16 wherein the gaming console is a video draw poker console in which a poker hand is displayed on a screen, the cards of the hand being selected from a standard 52 or 53 card deck.

32. (Previously presented) The gaming console according to claim 1 wherein the second image is animated.
33. (Original) The gaming console according to claim 32 wherein the second image component is animated such that it reacts to certain stimuli.
34. (Original) The gaming console according to claim 33 wherein the second image component is animated such that, in a game with a ghoulish theme, the second image component is animated to appear frightened when it is situated next to a particular game symbol.
35. (Previously presented) The gaming console according to claim 33 wherein the second image component is animated such that, when the second image component is acting as a wild card symbol, the second image component appears happy and excited when it causes winning combinations to occur.
36. (Original) The gaming console according to claim 32 wherein the second image component takes the form of an animated character.
37. (Original) The gaming console according to claim 36 wherein the second image is animated such that it is moved from one location to another via an animated walking motion.
38. (Original) The gaming console according to claim 32 wherein the second image component takes the form of a window or a graphic.
39. (Original) The gaming console according to claim 32 wherein the second image component is used to indicate a feature game.

40. (Original) The gaming console according to claim 32 wherein the second image component is used to indicate a special prize.
41. (Original) The gaming console according to claim 32 wherein the second image component is used to indicate a message to the player about an available option or feature.
42. (Original) The gaming console according to claim 32 wherein the second image component is used to indicate a condition or mode of the console.
43. (Original) The gaming console according to claim 32 wherein the second image component is used to indicate a service message broadcast by the establishment in which the console is installed.
44. (Original) The gaming console according to claim 32 wherein the second image component takes the form of a sprite.
45. (Original) The gaming console according to claim 32 wherein the second image component appears during a game and moves about the screen to indicate special symbols.
46. (Original) The gaming console according to claim 32 wherein the second image component draws attention to function indicators such as "reserved" indicators, message text or boxes containing message text, broadcasting service messages such as operating hours, coming attractions (theatre performances etc.) or bonus prize periods.
47. (Original) The gaming console according to claim 32 wherein the occurrence of the second image component is triggered by the occurrence of a

special symbol or a predetermined combination of special symbols displayed in a particular arrangement.

48. (Previously presented) The gaming console according to claim 32 wherein the gaming console is of the traditional poker machine style in which the electronic display means comprises a video simulation of a set of rotatable reels, each carrying a plurality of symbols.

49. (Original) The gaming console according to claim 32 wherein the gaming console is a video draw poker console in which a poker hand is displayed on a screen, the cards of the hand being selected from a standard 52 or 53 card deck.

50. (Previously presented) A electronic gaming device played by a player comprising:

an electronic display;

a game controller configured to (a) control the display to, for a play of the gaming device, display base game symbols defining an outcome for the play and (b) alter the display and outcome for a play by controlling the display to display a superimposed, transparent second image, said second image and any underlying game symbols visible to the player.

51. (Previously presented) A electronic gaming device played by a player comprising:

an electronic display;

a game controller configured to (a) control the display to, for a play of the gaming device, display base game symbols defining an outcome for the play and (b) display a superimposed, transparent second image, said second image and any underlying game symbols visible to the player, the appearance of the second image independent of a displayed game symbol.

52. (Previously presented) A gaming console having an electronic display means, a game control means arranged to control images displayed on the electronic display means, the game control means being arranged to play a game wherein a plurality of symbols are randomly selected and displayed on the electronic display means and, if a winning combination results, the gaming console pays a prize, the game being characterized in that the displayed images include a first image component which displays basic game features and a second image component which displays non-basic image features which appear superimposed on the first image component and are additional to the basic game features, the second image component being transparent, whereby the first image component is visible through the second image component under the control of the control means such that the second image component does not conceal the first image component, and wherein the first image component and the second image component are displayed on the same electronic display, the game controller preventing play of the game when the second image component is displayed on the display means.